

We claim:

1. A computer gaming system comprising:

one or more server/host computers connected  
to one or more client/terminal computers via  
communication pathways, wherein a client/terminal  
program is executed on each client/terminal  
computer;

one or more computer gaming programs executed  
on at least one server/host computer but not on  
any of the client/terminal computers; and

a server/host interface program executed on  
each server/host computer;

wherein the computer gaming program executed  
on the server/host computer separates input and  
output streams at an application layer of a  
protocol stack, and redirects the input and output  
streams over the communication pathways to the  
client/terminal computers via the server/host  
interface program and the client/terminal program.

2. The computer gaming system of claim 1, wherein an  
input command detected during execution of the  
client/terminal program on one of the client/terminal  
computers is transmitted to the server/host computer  
executing the computer gaming program over the  
communication pathways and, in response to the input  
command, the execution of the computer gaming program  
on the server/host computer is altered.

3. The computer gaming system of claim 1, wherein the  
computer gaming program is a casino gaming program.

4. The computer gaming system of claim 1, wherein at  
least one client/terminal computer further comprises a

touch screen display device.

5. The computer gaming system of claim 4, wherein at least one client/terminal computer further comprises a  
5 wager-acceptor device.

6. The computer gaming system of claim 1, wherein two or more computer gaming programs are executed on the server/host computers and the input and output streams  
10 of the computer gaming programs are redirected to one or more client/terminal computers.

7. The computer gaming system of claim 6, wherein the input and output streams of a first computer gaming  
15 program executed on one of the server/host computers are redirected to a first plurality of client/terminal computers and the input and output streams of a second computer gaming program executed on one of the server/host computers are redirected to a second  
20 plurality of client/terminal computers.

8. The computer gaming system of claim 7, wherein the input and output streams of both the first and the second computer gaming programs executed on one of the  
25 server/host computers are redirected to a same client/terminal computer.

9. The computer gaming system of claim 8, wherein the input and output streams of the first gaming program  
30 are redirected to a window displayed on a screen of the client/terminal computer and the input and output streams of the second gaming program are redirected to a sub-window of the window displayed on the screen of the client/terminal computer.

10. The computer gaming system of claim 1, wherein the communication pathways comprise a local area network or a wide area network.

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11. The computer gaming system of claim 1, wherein at least one client/terminal computer further comprises:

a head-mounted display device;

a joystick input device; and

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wireless communication pathways.

12. The computer gaming system of claim 1, wherein the communication pathways comprise a global network.

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13. The computer gaming system of claim 12, wherein the client/terminal program is first downloaded from one of the server/host computers to one of the client/terminal computers over the global network.

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14. The computer gaming system of claim 13, wherein a patron of one of the client/terminal computers requests that the client/terminal program be downloaded from one of the server/host computers by accessing a web page.

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15. A method of operating a computer gaming system comprising one or more server/host computers connected to one or more client/terminal computers via communication pathways, the method comprising:

executing one or more computer gaming

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programs on at least one server/host computer;

executing a server/host interface program on

at least one server/host computer; and

separating input and output streams of the

computer gaming program and redirecting the input

and output streams to the client/terminal computers via the server/host interface program and the client/terminal program.

- 5 16. The method of claim 15, further comprising:

receiving the server/host computer executing the computer gaming program over the communications pathways an input command detected during execution of the client/terminal program on one of the client/terminal computers; and

in response to the input command, altering the execution of the computer gaming program on the server/host computer.

- 10 17. The method of claim 15, wherein the computer gaming program is a casino gaming program.

18. The method of claim 15, wherein at least one client/terminal computer further comprises a touch screen display device.

19. The method of claim 18, wherein at least one client/terminal computer further comprises a wager-acceptor device.

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20. The method of claim 15, further comprising:

executing two or more computer gaming programs on the server/host computer; and

separating input and output streams of the computer gaming programs executed on the server/host computer and redirecting the input and output streams to the client/terminal computers.

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21. The method of claim 20, further comprising:

separating input and output streams of a  
first computer gaming program executed on one of  
the server/host computers and redirecting the  
input and output streams of the first computer  
gaming program to a first plurality of the  
client/terminal computers; and

separating input and output streams of a  
second computer gaming program executed on one of  
the server/host computers and redirecting the  
input and output streams of the second computer  
gaming program to a second plurality of the  
client/terminal computers.

22. The method of claim 21, wherein the input and  
output streams of both the first and the second  
computer gaming programs are redirected to one of the  
client/terminal computers.

23. The method of claim 22, wherein the input and  
output streams of the first computer gaming program are  
redirected to a window displayed on a screen of the  
client/terminal computer and the input and output  
streams of the second computer gaming program are  
redirected to a sub-window of the window displayed on  
the screen of the client/terminal computer.

24. The method of claim 15, wherein the communication  
pathways comprise a local area network or a wide area  
network.

25. The method of claim 15, wherein the communication  
pathways comprise a global network.

26. The method of claim 25, wherein the client/terminal program is first downloaded from one of the server/host computers to one of the client/terminal computers over the global network.

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27. The method of claim 26, wherein a patron of one of the client/terminal computer requests that the client/terminal program be downloaded from one of the server/host computers by accessing a web page.

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28. A computer gaming system comprising:

one or more client/terminal computers connected to one or more server/host computers via communication pathways, wherein one or more computer gaming programs are executed on at least one server/host computer but not on any of the client/terminal computers and a server/host interface program is executed on each server/host computer; and

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a client/terminal program executed on each client/terminal computer;

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wherein the computer gaming program executed on the server/host computer separates input and output streams at an application layer of a protocol stack, and redirects the input and output streams over the communication pathways to the client/terminal computers via the server/host interface program and the client/terminal program.

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29. The computer gaming system of claim 28, wherein an input command detected during execution of the client/terminal program on one of the client/terminal computers is transmitted to the server/host computer executing the computer gaming program over the

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communication pathways and, in response to the input command, the execution of the computer gaming program on the server/host computer is altered.

5 30. The computer gaming system of claim 28, wherein the computer gaming program is a casino gaming program.

31. The computer gaming system of claim 28, wherein at least one client/terminal computer further comprises a  
10 touch screen display device.

32. The computer gaming system of claim 31, wherein at least one client/terminal computer further comprises a  
15 wager-acceptor device.

33. The computer gaming system of claim 28, wherein two or more computer gaming programs are executed on the server/host computers and the input and output streams of the computer gaming programs are redirected  
20 to one or more client/terminal computers.

34. The computer gaming system of claim 33, wherein the input and output streams of a first computer gaming program executed on one of the server/host computers  
25 are redirected to a first plurality of client/terminal computers and the input and output streams of a second computer gaming program executed on one of the server/host computers are redirected to a second plurality of client/terminal computers.

30 35. The computer gaming system of claim 33, wherein the input and output streams of both the first and the second computer gaming programs executed on one of the server/host computers are redirected to a same

client/terminal computer.

36. The computer gaming system of claim 35, wherein the input and output streams of the first gaming  
5 program are redirected to a window displayed on a screen of the client/terminal computer and the input and output streams of the second gaming program are redirected to a sub-window of the window displayed on the screen of the client/terminal computer.

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37. The computer gaming system of claim 28, wherein the communication pathways comprise a local area network or a wide area network.

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38. The computer gaming system of claim 28, wherein at least one client/terminal computer further comprises:  
a head-mounted display device;  
a joystick input device; and  
wireless communication pathways.

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39. The computer gaming system of claim 28, wherein the communication pathways comprise a global network.

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40. The computer gaming system of claim 39, wherein the client/terminal program is first downloaded from one of the server/host computers to one of the client/terminal computers over the global network.

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41. The computer gaming system of claim 40, wherein a patron of one of the client/terminal computers requests that the client/terminal program be downloaded from one of the server/host computers by accessing a web page.

42. A method of operating a computer gaming system



comprising one or more client/terminal computers connected to one or more server/host computers via communication pathways, the method comprising:

receiving on the client/terminal computers  
5 input and output streams of a computer gaming program executed by the server/host computers, the input and output streams being redirected via a server/host interface program executed by the server/host computers and a client/terminal  
10 program executed by the client/terminal computers.

43. The method of claim 42, further comprising:  
transmitting over the communications pathways  
an input command detected during execution of the  
15 client/terminal program on one of the client/terminal computers to the server/host computer executing the computer gaming program, wherein in response to the input command the execution of the computer gaming program on the  
20 server/host computer is altered.

44. The method of claim 42, wherein the computer gaming program is a casino gaming program.

25 45. The method of claim 42, wherein at least one client/terminal computer further comprises a touch screen display device.

46. The method of claim 45, wherein at least one  
30 client/terminal computer further comprises a wager-acceptor device.

47. The method of claim 42, wherein two or more computer gaming programs are executed on the

server/host computer, the method further comprising:

receiving redirected input and output streams  
of the computer gaming programs executed on the  
server/host computer on the client/terminal  
5 computers.

48. The method of claim 47, further comprising:

receiving input and output streams of a first  
computer gaming program executed on one of the  
10 server/host computers on a first plurality of the  
client/terminal computers; and

receiving input and output streams of a  
second computer gaming program executed on one of  
the server/host computers on a second plurality of  
15 the client/terminal computers.

49. The method of claim 48, wherein the input and  
output streams of both the first and the second  
computer gaming programs are redirected to one of the  
20 client/terminal computers.

50. The method of claim 49, wherein the input and  
output streams of the first computer gaming program are  
redirected to a window displayed on a screen of the  
25 client/terminal computer and the input and output  
streams of the second computer gaming program are  
redirected to a sub-window of the window displayed on  
the screen of the client/terminal computer.

30 51. The method of claim 42, wherein the communication  
pathways comprise a local area network or a wide area  
network.

52. The method of claim 42, wherein the communication

pathways comprise a global network.

53. The method of claim 52, further comprising:

5        downloading the client/terminal program from  
one of the server/host computers to one of the  
client/terminal computers over the global network.

54. The method of claim 53, further comprising:

10        a patron of one of the client/terminal  
computer requesting that the client/terminal  
program be downloaded from one of the server/host  
computers by accessing a web page.